## 

BILL WILLINGHAM MARK BUCKINGHAM STEVE LEIALOHA ANDREW PEPOY DAN GREEN JOAO RUAS CHRISSIE ZULLO KATE MCELROY DAVE JOHNSON ADAM HUGHES J.H. WILLIAMS III

#### VERTIGO

Jan '11

suggested for mature readers vertigocomics.com

# THE

Frau Totenkinder is about to take a serious stab at ridding Fabletown and the world at large of Mister Dark.

But can a witch best known for baking children for breakfast compete with an eons old, impervious evil creature in single combat?

In addition to a lead story that will determine the fate of all Fables great and small, this 100-page, landmark issue of the award-winning series also includes a gameboard, a do-it-yourself puppet theatre, a Celebrity Burning Questions section, three painted short stories and other unique surprises befitting a series that warned you long ago: No more happily ever after.

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## THE DEATH

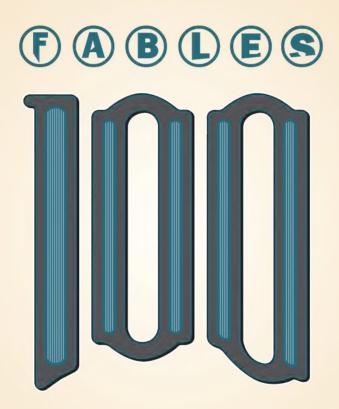
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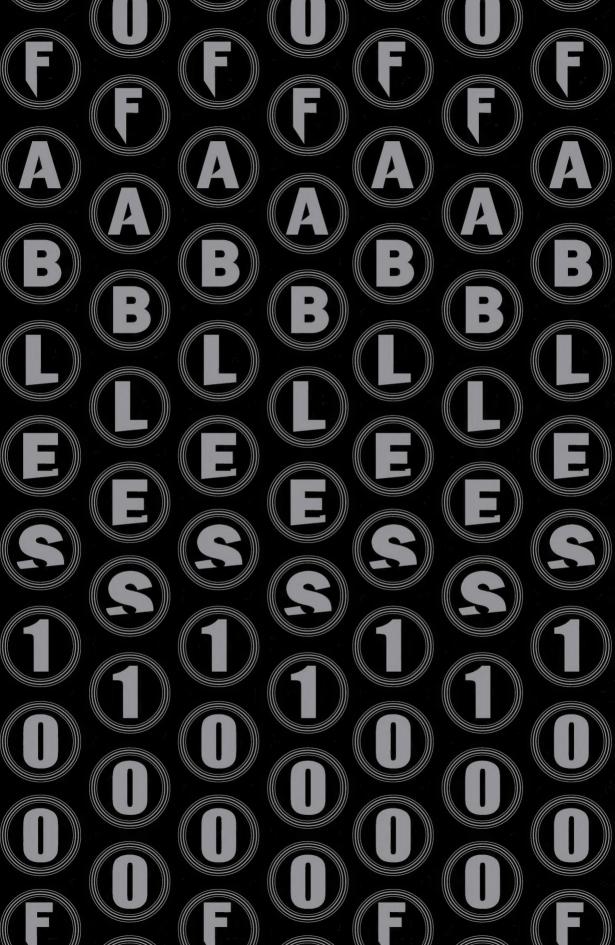
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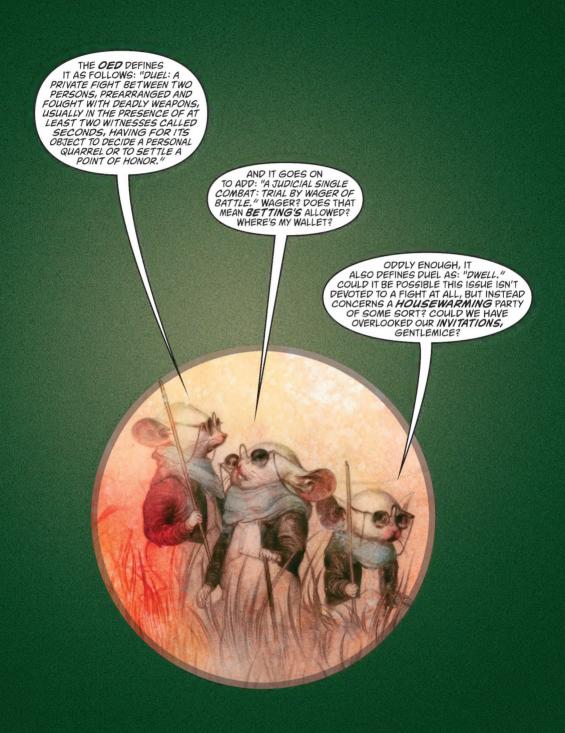
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Todd Klein: lettering and design Joao Ruas: cover Angela Rufino: associate editor Shelly Bond: editor

FABLES is created by Bill Willingham



**SINCLE COMBAT** 

In which a witch of great and terrible repute attempts to solve the problem of Mister Dark in the most elemental and atavistic of ways.

(i) year in

Bill **M**illingham writer - creator

Mark Buckingbam penciller

Steve Leialoha and Hndrew Pepoy inkers

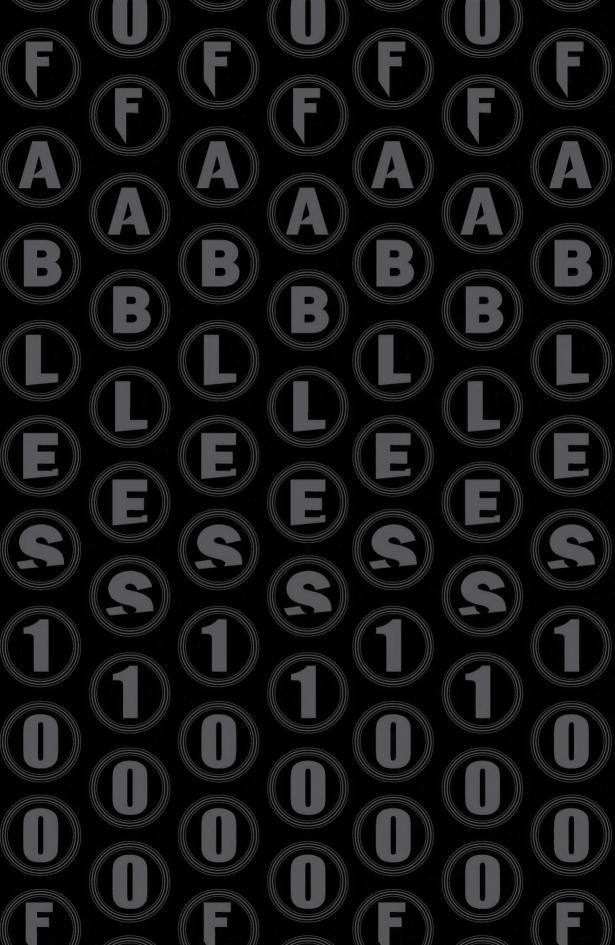
Lee Loughridge Todd Klein colors letters

> Hngela Rufino Hssoc. Ed.

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Shelly Bond Editor









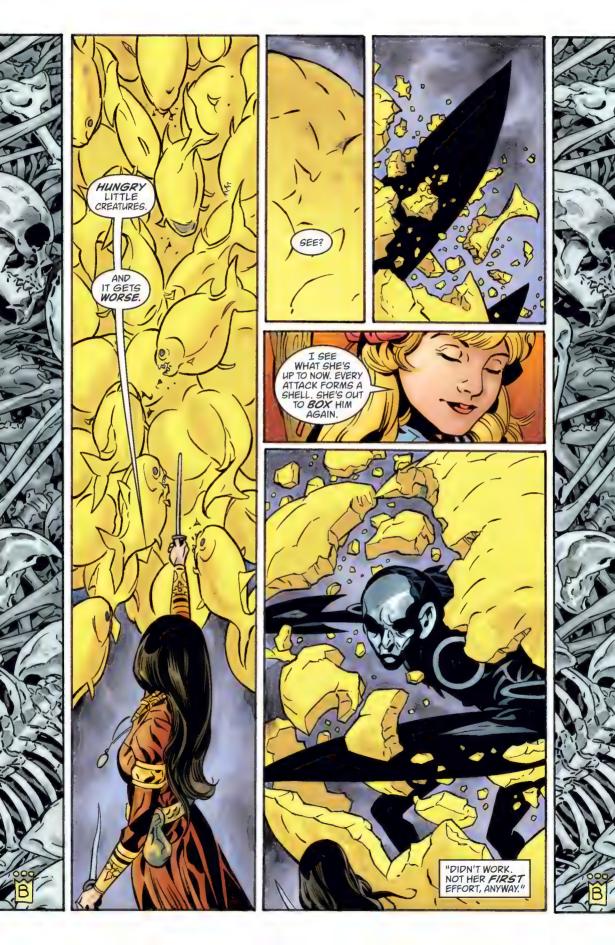
















































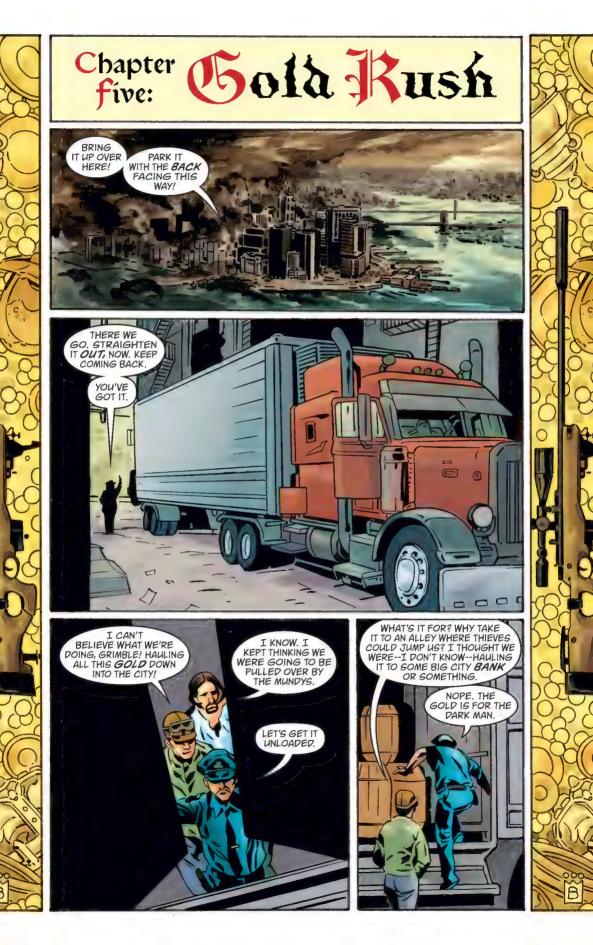
















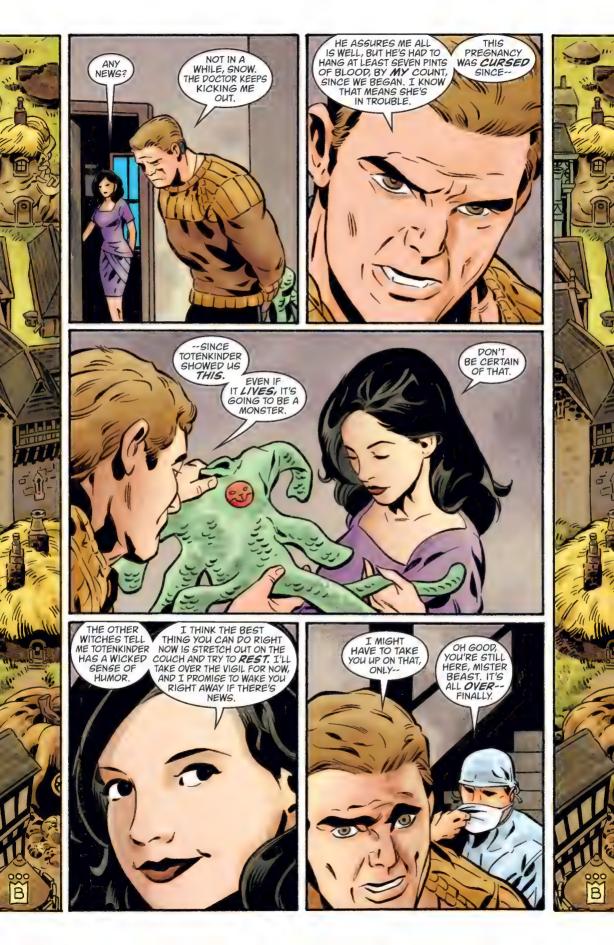














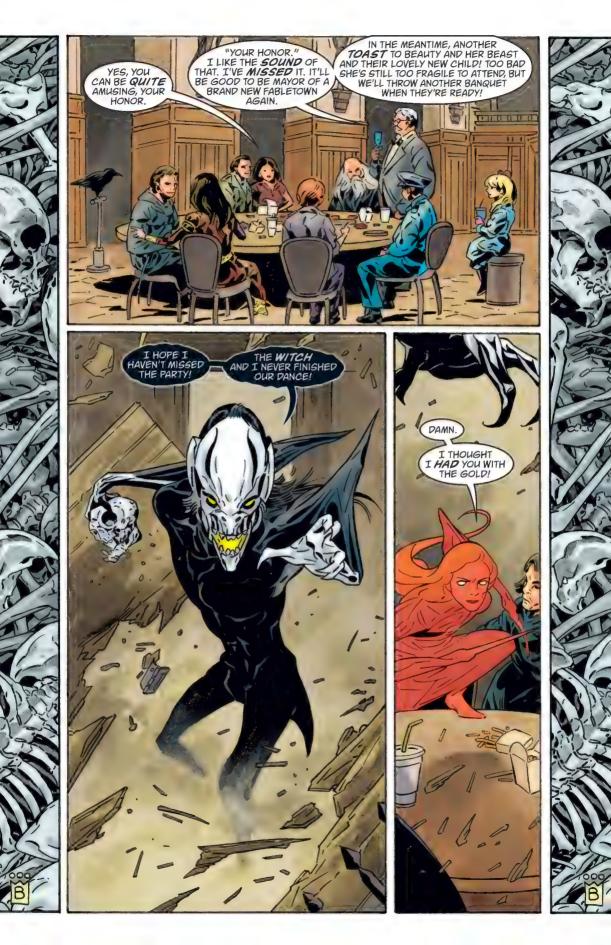






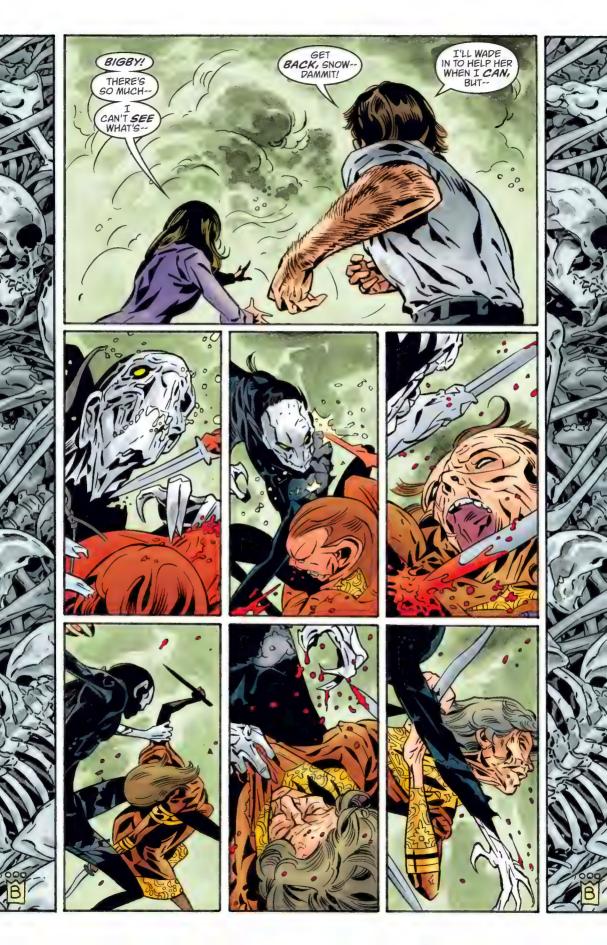










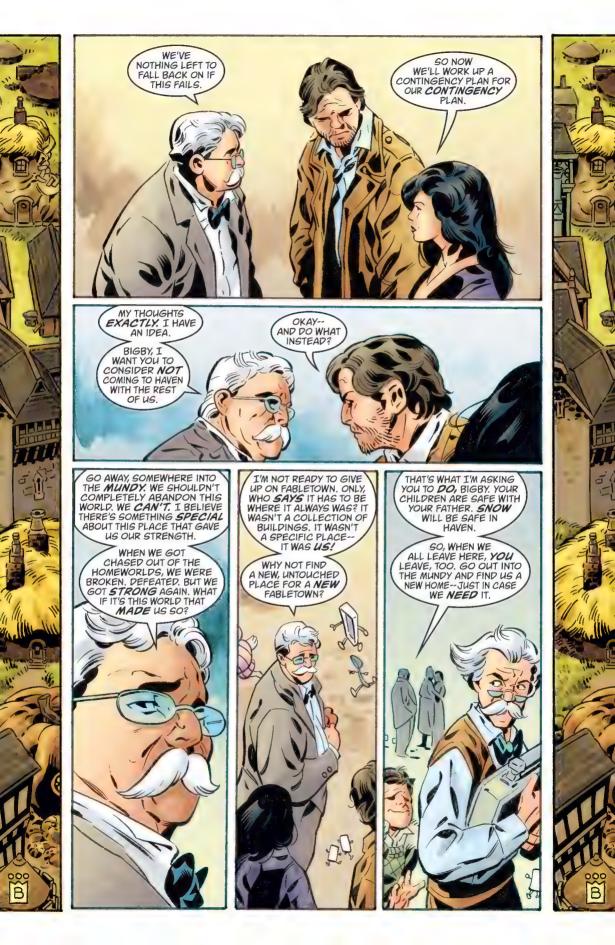
















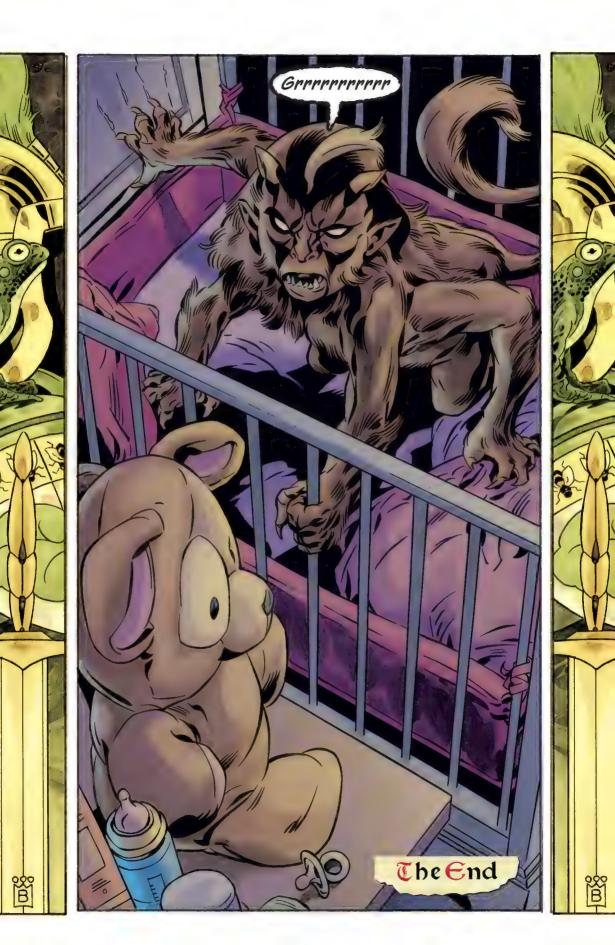


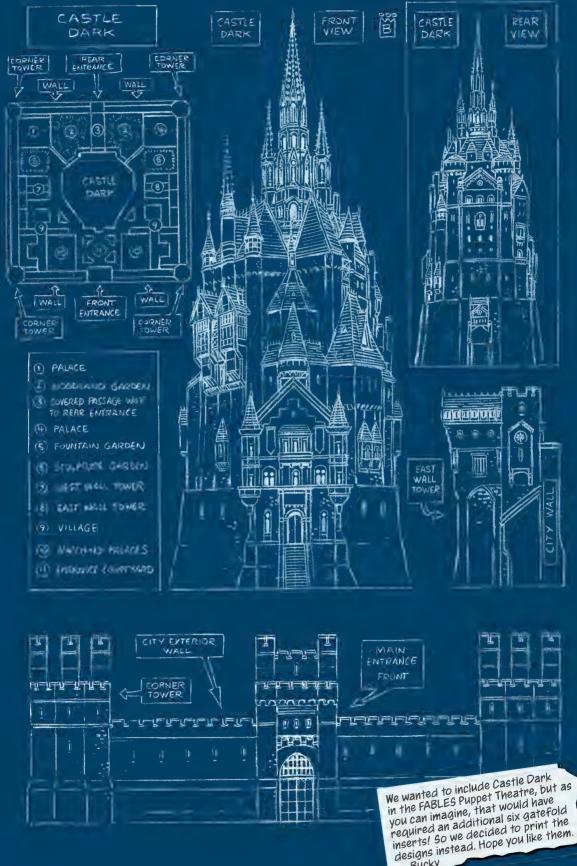




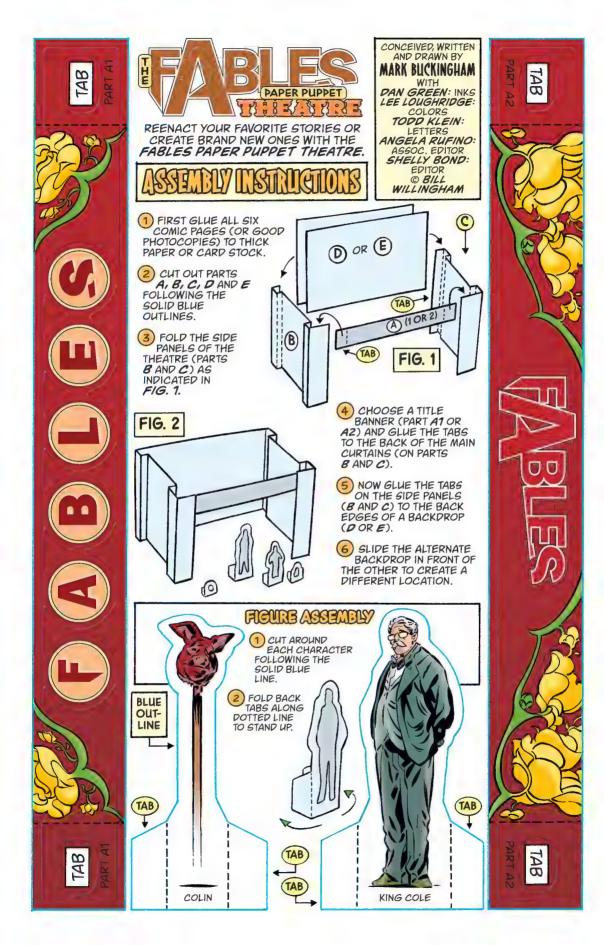


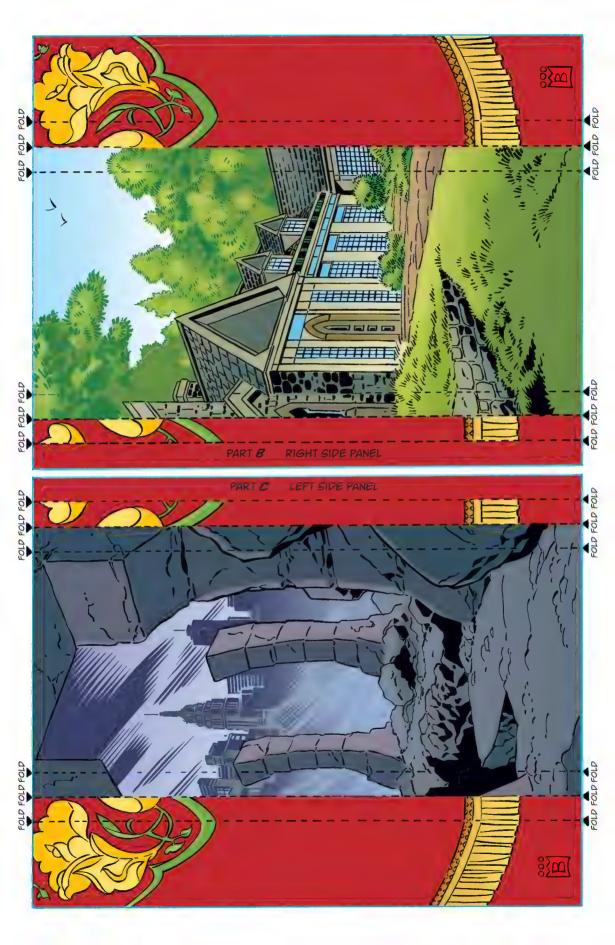


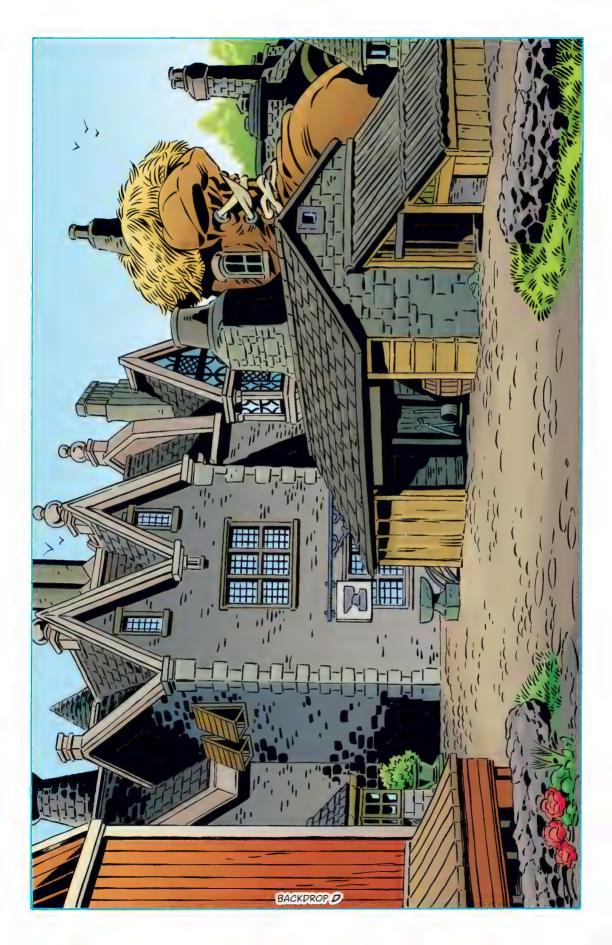




BUCKY

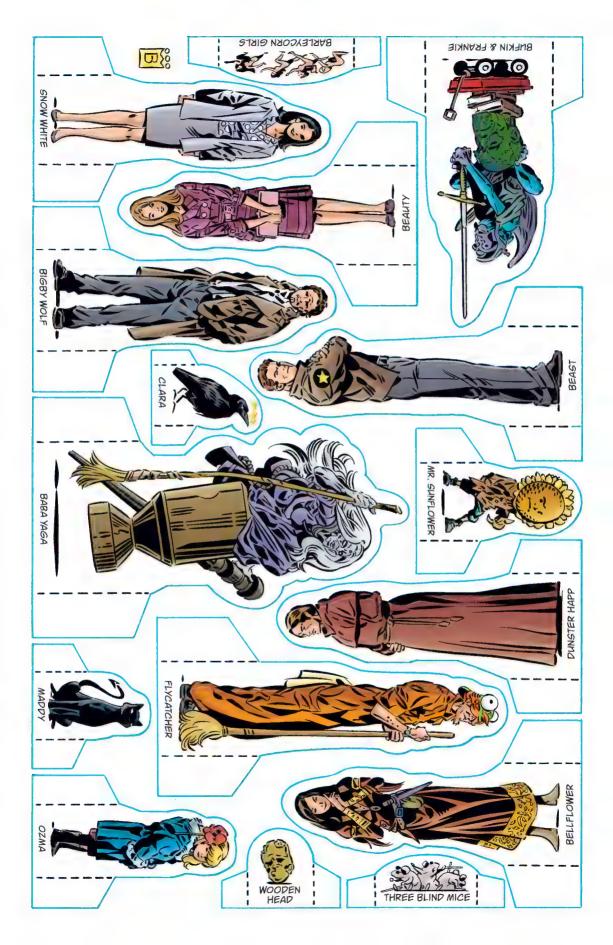


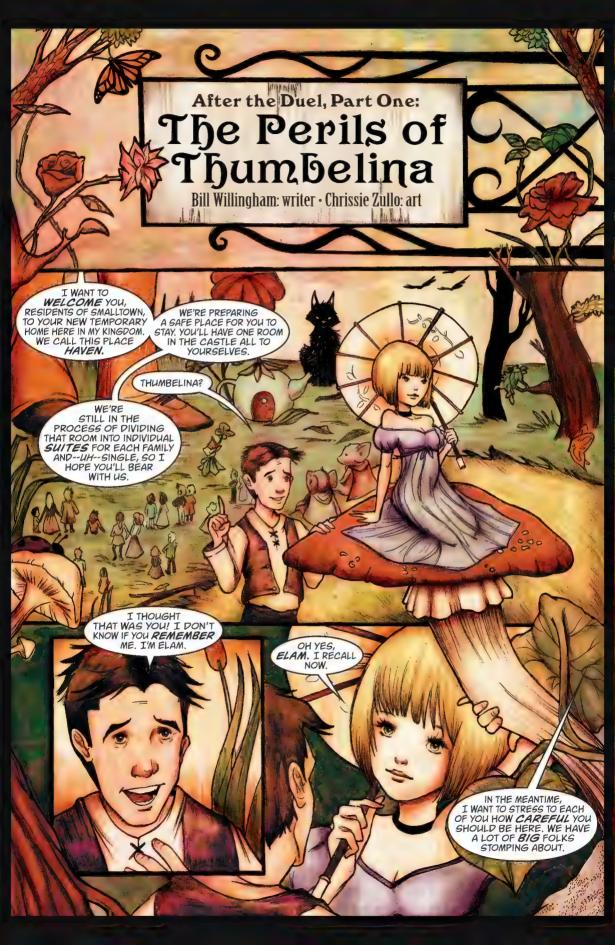
















selebrity Burning Questions In which we return to reveal just a few more of the great and not-

so-great heretofore unanswered mysteries of the Fables saga so far.

Not so long ago, at least as continents and glaciers measure time, we took an issue (59) to address the specific questions of some of our Fables readers. Now, since we have a bit of room in this very special issue, we're going to take a few more questions from some of our readers, but this time with a twist. Over the years we've found out that some of the most loyal Fables readers are celebrities. We here at Fables Central (an office somewhere in the deep woods) think that's pretty cool and set out to draft a few of those readers of note into service. So here, simply because it's a fun thing to do, are four Burning Questions written by Bill Willingham at the command of four readers whose names you might recognize. They are:

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1: Phil LaMarr, who was a longtime series regular (performer and writer) on *Mad TV*, a big bloody mess in the car in *Pulp Fiction*, and one of my favorite (and most obscure) of his many roles, a really bad fellow named Anthony in the short-lived drama called *Philly*. His question is illustrated by Dave Johnson.

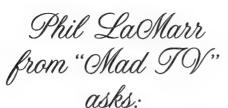
2: Eddie Cahill, one of the series regulars on *CSI New York*, played hockey phenom Jim Craig in *Miracle* (my friend Mike's favorite movie ever), and (since Nicole would kill me if I didn't mention it) he was also **Tag from Friends!** (You have to scream that and jump up and down.) His question is illustrated by Adam Hughes.

3: Cobie Smulders, who plays terminally hot Robin Scherbatsky in *How I Met Your Mother*, was credited (no argument here) as "Exotic Beauty" in 2004's version of *Walking Tall*, and was a recurring character in *The L Word*. Her question is illustrated by Kate McElroy.

4: Last but not least, Michael McMillian, who played my all-time favorite character in *True Blood* (the anti-vampire evangelist, don't you know), and keeps showing up in some of my favorite series, such as *Firefly*, *Veronica Mars*, and *The Mentalist*, to name a few. His question is illustrated by J.H. Williams III.

We're deeply indebted to these fine folks for their willingness to play along, and in return I think we should make an effort to seek out and support anything they happen to show up in. Thanks, lady and gentlemen. We literally couldn't have done this without you.

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# Who makes the Fabletown comic books?

**ILLUSTRATED BY DAVE JOHNSON** 









# Eddie Cahill from Can I have Snow White's "CSI New York" phone number? Illustrated by Adam Hughes



### Cobie Smulders from Now that Baba Yaga "How I Met Your is dead, how is Bufkin Mother" asks: passing the time?

ILLUSTRATED BY KATE MCELROY









Michael McMillian What was Geppello from The Bland thinking when he company pincechios mouths d ILLUSTRATED BY J.H. WILLIAMS III, COLOR BY DAVE S

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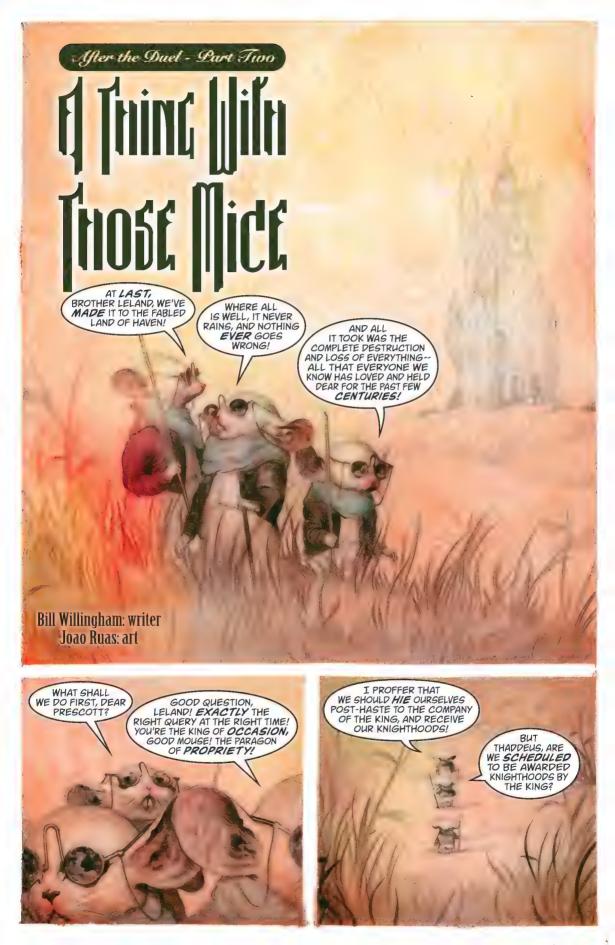




SO THEN, WHAT TO DO WITH A MAGIC LOG? THE OLD MAN WISHED DEARLY FOR INSPIRATION AND DEEP BLUE INSPIRATION ANSWERED HIM.

> DO NOT BURN THE MAGIC WOOD. CARVE IT INTO SOME-THING GOOD.











– For two to ten players –

Rules: Bill Willingham. Game Board Art: Mark Buckingham. Game Board Lettering: Todd Klein.

**Oh no!** Not only did the duel to kill Mister Dark fail, but now he knows the way to The Farm. He and his army of witherlings may be on the way here right now! You, along with all the rest of the Farm Fables, have to evacuate to the Kingdom of Haven right away! You need to escape to Wolf Manor where King Flycatcher is waiting to transport you to safety. But be careful! Your opponents might be some of Mister Dark's witherlings in disguise! You need to get to Wolf Manor before they do!

**The Objective:** To win the game, all you have to do is be the first player to make it safely to Wolf Manor.

#### The Rules

1) Each player takes turns rolling one six-sided die. Then you advance that many spaces on the game board.

2) If you land on a shortcut space, which are the spaces with the arrows, you can choose, if you want, to take that shortcut. But you must land on the space to have this option. You might try to take one of these shortcuts, through the haunted woods, or across the bridge over the river, or through the hidden pass through the hills, but beware of the dangers lurking near these places.

3) There are three DEADLY SPACES on the board. They're marked with the skulls. In the first one you're attacked in the deep woods by Grandfather Oak. In the second you're ambushed by a horde of Mister Dark's witherlings. In the third you're caught in an avalanche in the hills surrounding Wolf Valley. In each case, if you land on one of these DEADLY SPACES you have to go back to the beginning and start over on your next turn.

4) There are six TREASURE BOX spaces on the board. If you land on one of them, roll the die once again and consult the following list of results:

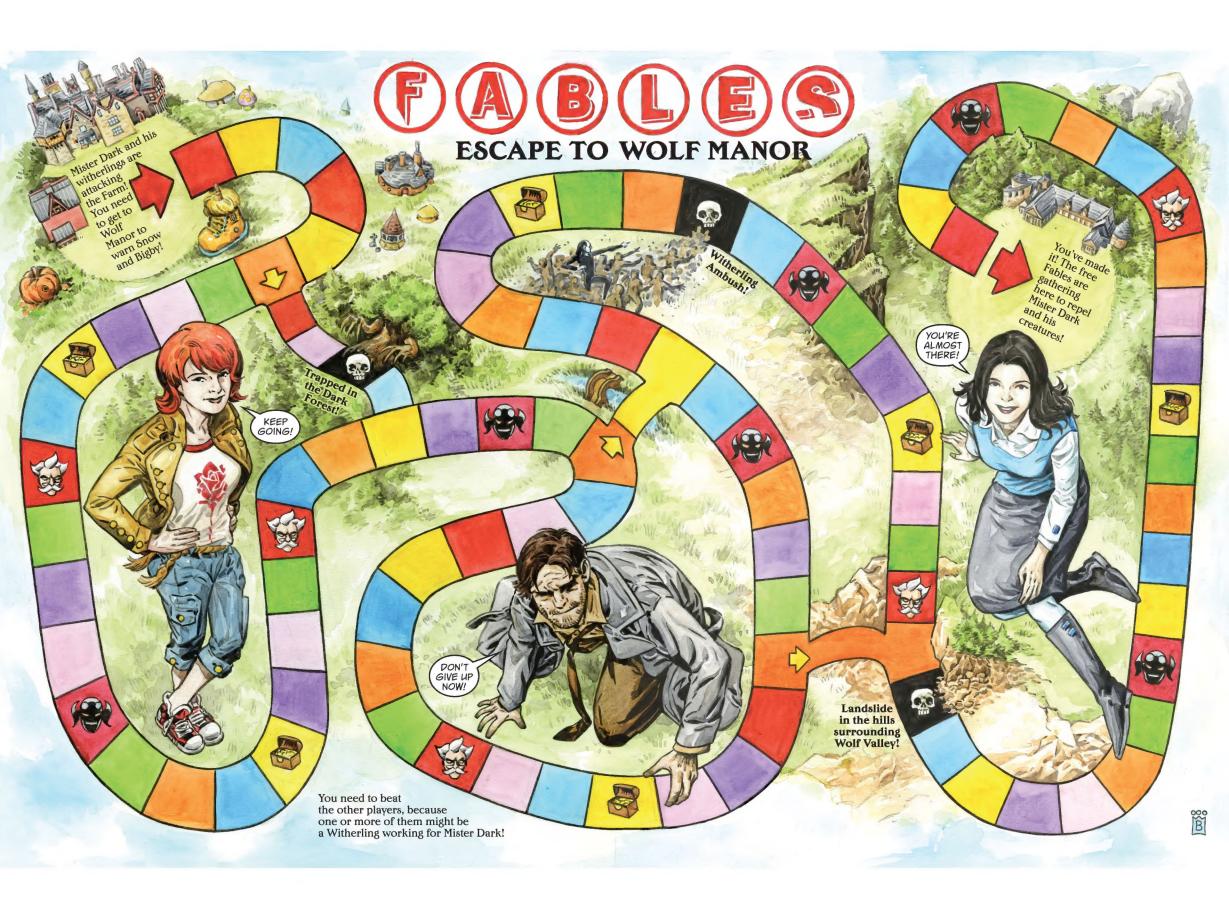
- a) Roll die again and advance that many spaces.
- b) Roll die again and send any single opponent back that many spaces.
- c) Advance to share a space with any opponent who's ahead of you. If no opponent is currently ahead of you, you have to stay put.
- d) Roll the die twice on your next turn and advance the total number of spaces.
- e) Pick any single opponent and make him lose his next turn.
- f) Switch spaces with any one opponent. Note that your opponent will now be on your TREASURE BOX space, but he doesn't get to roll for rewards.

5) There are five Geppetto MISFORTUNE spaces. If you land on any of these, roll the die again and go back that many spaces.

6) There are six Emperor Puppet MISFORTUNE spaces. If you land on any of these, you lose your next turn.

That's it. You're nearly ready to play. We've provided the game board and the rules. You need to provide your own six-sided die and one player piece pawn for each player in the game. Use anything you like, but make sure they're items you can easily tell apart from each other.

If you want some fun, and funny, advanced rules for FABLES: ESCAPE TO WOLF MANOR, go to Graphic Content, the official Vertigo Blog at: vertigoblog.com where we've posted a few additions to the game.



From all of us at FABLES Headquarters, a sincere and decorated thank you, loyal readers.

Here's to 100 more issues and counting!

Shelly, Bill, Mark, Steve, Todd, Lee, Joao and the rest of the FABLES team "FABLES is an excellent series in the tradition of SANDMAN, one that rewards careful attention and loyalty." – ENTERTAINMENT WEEKLY

## BILL WILLINGHAM

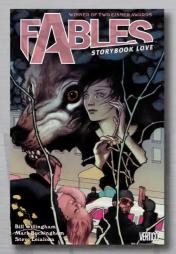
"[A] wonderfully twisted concept... features fairy tale characters banished to the noirish world of present-day New York." – THE WASHINGTON POST

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